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(54) **COMPACT SEE-THROUGH DISPLAY SYSTEM**

(71) Applicant: **Google Inc.**, Mountain View, CA (US)

(72) Inventors: **Xiaoyu Miao**, Sunnyvale, CA (US);
Adrian Wong, Mountain View, CA (US); **Babak Amirparviz**, Mountain View, CA (US)

(73) Assignee: **Google Inc.**, Mountain View, CA (US)

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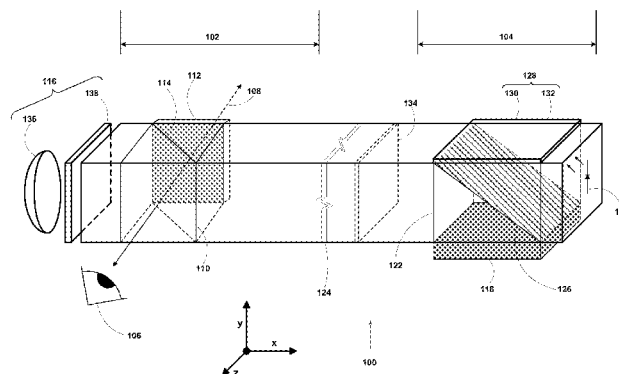
Primary Examiner — Loha Ben

(74) *Attorney, Agent, or Firm* — McDonnell Boehnen Hulbert & Berghoff LLP

(57) **ABSTRACT**

An optical system includes a display panel, an image former, a viewing window, a proximal beam splitter, and a distal beam splitter. The display panel is configured to generate a light pattern. The image former is configured to form a virtual image from the light pattern generated by the display panel. The viewing window is configured to allow outside light in from outside of the optical system. The virtual image and the outside light are viewable along a viewing axis extending through the proximal beam splitter. The distal beam splitter is optically coupled to the display panel and the proximal beam splitter and has a beam-splitting interface in a plane that is parallel to the viewing axis. A camera may also be optically coupled to the distal beam splitter so as to be able to receive a portion of the outside light that is viewable along the viewing axis.

20 Claims, 5 Drawing Sheets



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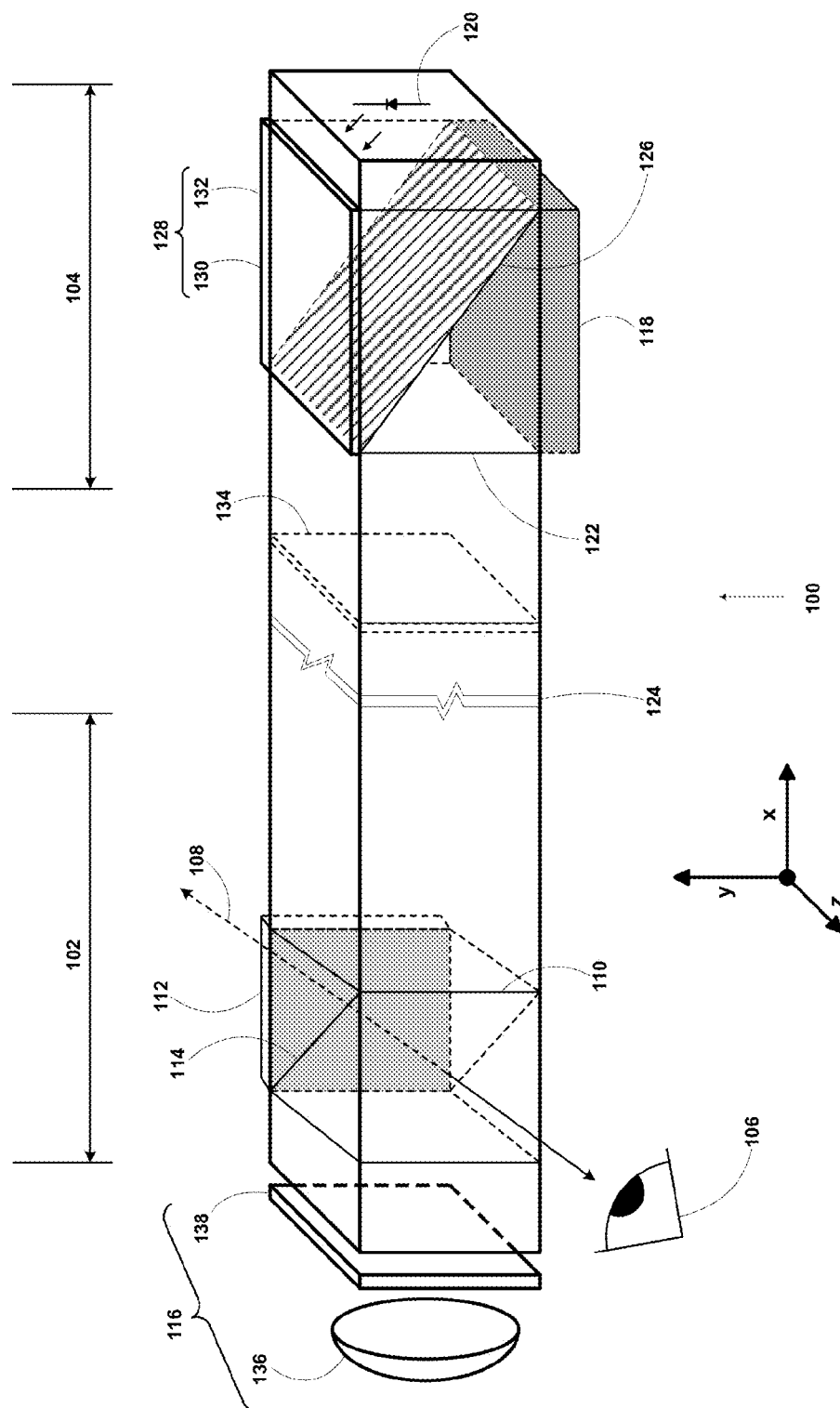


Figure 1

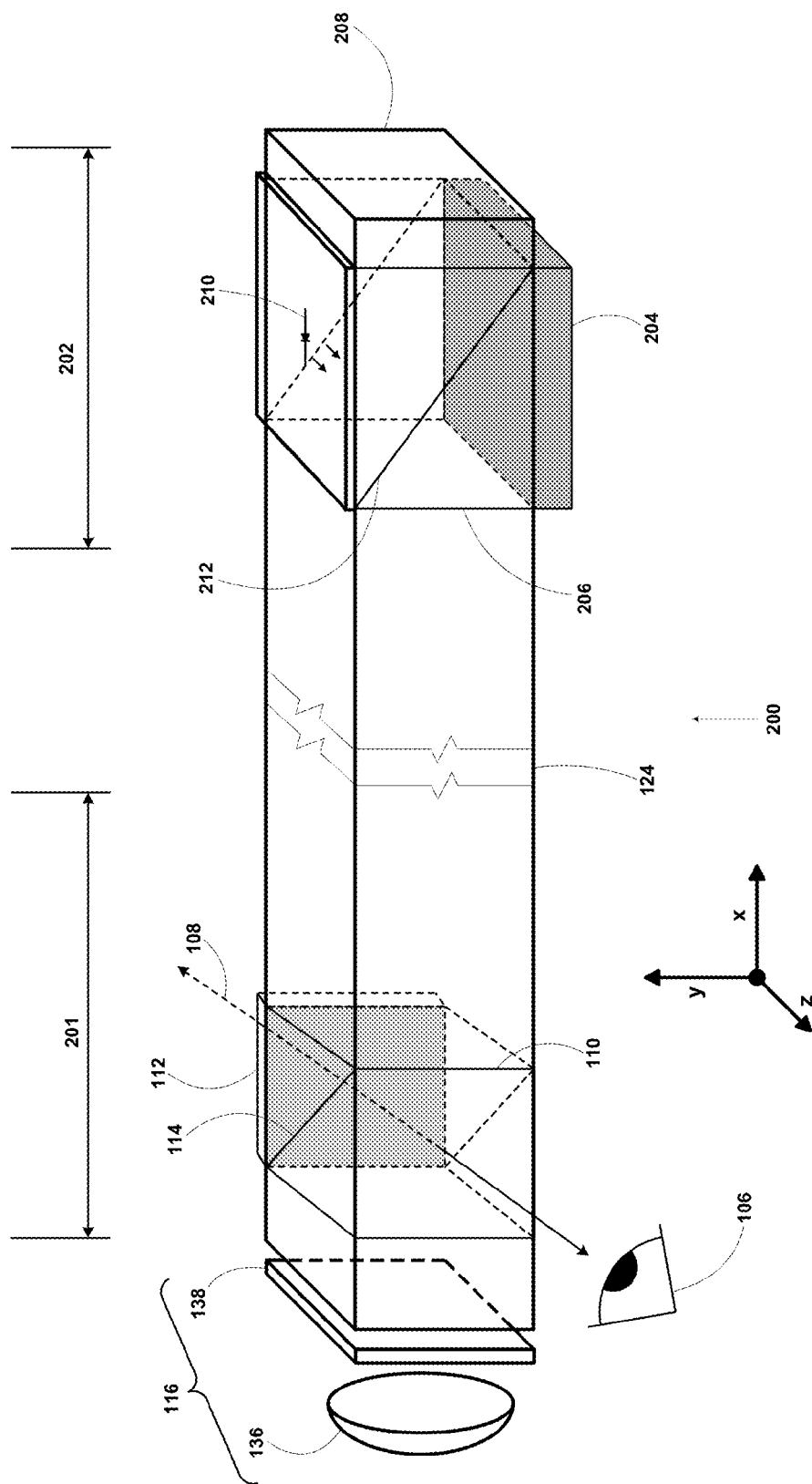


Figure 2

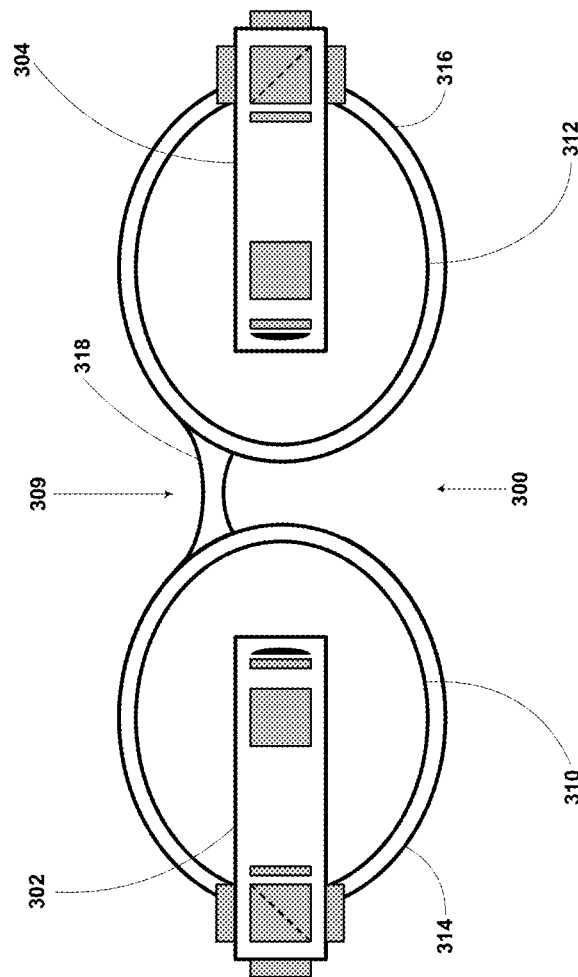


Figure 3A

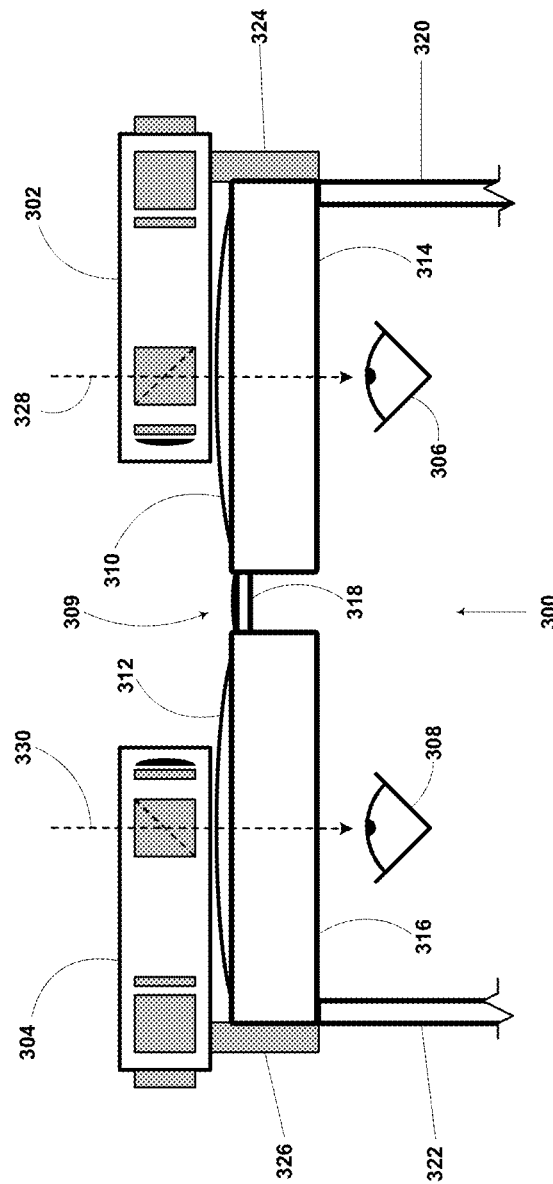


Figure 3B

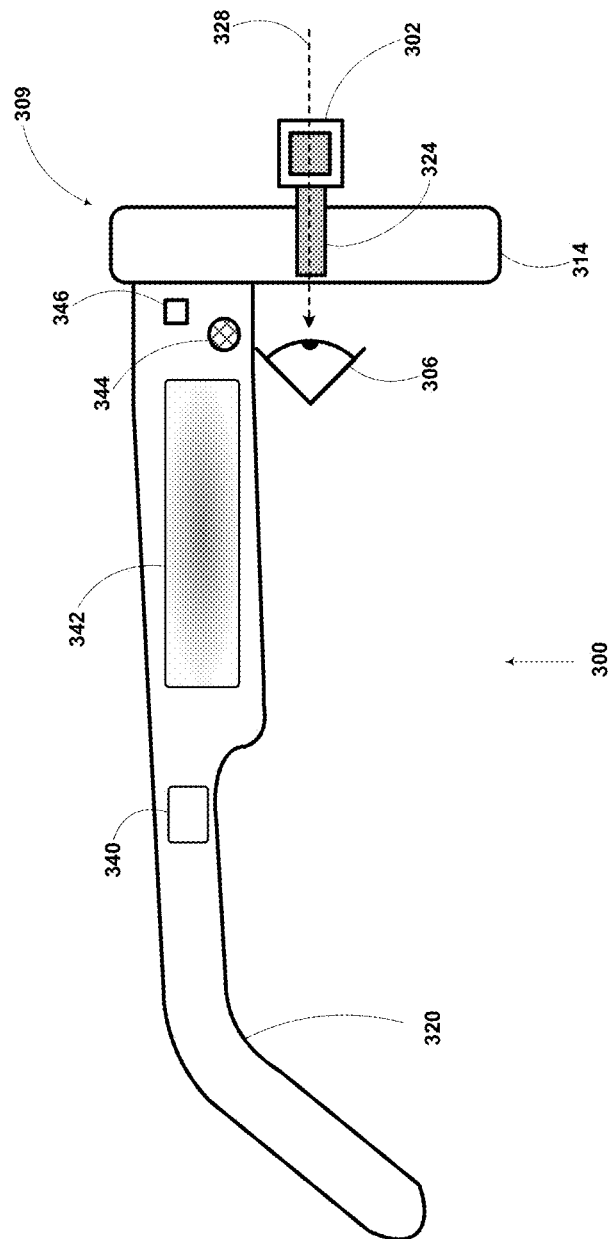


Figure 3C

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COMPACT SEE-THROUGH DISPLAY SYSTEM

CROSS-REFERENCE TO RELATED APPLICATION

The present application is a continuation of U.S. patent application Ser. No. 13/187,283, filed on Jul. 20, 2011, and entitled "Compact See-Through Display System," which is herein incorporated by reference as if fully set forth in this description.

BACKGROUND

Wearable systems can integrate various elements, such as miniaturized computers, input devices, sensors, detectors, image displays, wireless communication devices as well as image and audio processors, into a device that can be worn by a user. Such devices provide a mobile and lightweight solution to communicating, computing and interacting with one's environment. With the advance of technologies associated with wearable systems and miniaturized optical elements, it has become possible to consider wearable compact optical displays that augment the user's experience of the real world.

By placing an image display element close to the user's eye(s), an artificial image can be made to overlay the user's view of the real world. Such image display elements are incorporated into systems also referred to as "near-eye displays", "head-mounted displays" (HMDs) or "heads-up displays" (HUDs). Depending upon the size of the display element and the distance to the user's eye, the artificial image may fill or nearly fill the user's field of view.

SUMMARY

In a first aspect, an optical system is provided. The optical system includes a display panel, an image former, a viewing window, a proximal beam splitter, and a distal beam splitter. The display panel is configured to generate a light pattern, and the image former is configured to form a virtual image from the light pattern generated by the display panel. The viewing window is configured to allow outside light in from outside of the optical system. The outside light and the virtual image are viewable along a viewing axis through the proximal beam splitter. The distal beam splitter is optically coupled to the display panel and the proximal beam splitter. In addition, the distal beam splitter has a beam-splitting interface in a plane that is parallel to the viewing axis.

In a second aspect, a head-mounted display is provided. The head-mounted display includes a head-mounted support and an optical system attached to the head-mounted support. The optical system includes: (a) a display panel configured to generate a light pattern; (b) an image former configured to form a virtual image from the light pattern generated by the display panel; (c) a viewing window configured to allow outside light in from the outside of the optical system; (d) a proximal beam splitter through which the outside light and the virtual image are viewable along a viewing axis; and (e) a distal beam splitter optically coupled to the display panel and the proximal beam splitter. The distal beam splitter has a beam-splitting interface in a plane that is parallel to the viewing axis.

In a third aspect, a wearable computing device is provided. The wearable computing device includes a head-mounted support, an optical system attached to the head-mounted support, and a computer. The optical system includes: (a) a display panel configured to generate a light pattern; (b) an image

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former configured to form a virtual image from the light pattern generated by the display panel; (c) a viewing window configured to allow outside light in from the outside of the optical system; (d) a proximal beam splitter through which the outside light and the virtual image are viewable along a viewing axis; and (e) a distal beam splitter optically coupled to the display panel and the proximal beam splitter. The distal beam splitter has a beam-splitting interface in a plane that is parallel to the viewing axis. The computer is configured to control the display panel in the optical system.

BRIEF DESCRIPTION OF DRAWINGS

FIG. 1 is a perspective schematic view of an optical system, in accordance with a first example embodiment.

FIG. 2 is a perspective schematic view of an optical system, in accordance with a second example embodiment.

FIG. 3A is a front view of a head-mounted display, in accordance with an example embodiment.

FIG. 3B is a top view of the head-mounted display shown in FIG. 3A, in accordance with an example embodiment.

FIG. 3C is a side view of the head-mounted display shown in FIGS. 3A and 3B, in accordance with an example embodiment.

DETAILED DESCRIPTION

In the following detailed description, reference is made to the accompanying figures, which form a part thereof. In the figures, similar symbols typically identify similar components, unless context dictates otherwise. The illustrative embodiments described in the detailed description, figures and claims are not meant to be limiting. Other embodiments may be utilized, and other changes may be made, without departing from the spirit or scope of the subject matter presented herein. It will be readily understood that the aspects of the present disclosure, as generally described herein, and illustrated in the figures, can be arranged, substituted, combined, separated, and designed in a wide variety of different configurations, all of which are explicitly contemplated herein.

The disclosure herein generally relates to a compact see-through display system that may be utilized in a wearable computer system. The wearable computing system may provide an augmented reality experience in which a computer-generated image overlays a portion of the user's real-world field of view. The computer-generated image may include, for example, data, alerts or indications relating to the user's environment, and/or menu options that the user can select or navigate through in various ways.

1. Optical System With Horizontally-Mounted Display Panel

FIG. 1 shows a perspective schematic drawing of a first optical system **100**. For purposes of illustration, optical system **100** is described in terms of a proximal portion **102** and a distal portion **104**. In typical operation, the proximal portion **102** is proximal to an observer **106**, whereas the distal portion **104** is located some distance away from observer **106**. In the example illustrated in FIG. 1, optical system **100** extends horizontally (e.g., along the x-axis indicated in FIG. 1) such that distal portion **104** is to the right of proximal portion **102** from the perspective of observer **106**. It is to be understood, however, that other configurations are possible. For example, distal portion **104** could be to the left of proximal portion **102**, or optical system **100** could extend vertically, with distal

portion **104** located above or below proximal portion **102**. Other configurations are also possible.

Optical system **100** is able to generate a virtual image that is viewable, e.g., by observer **106**, along a viewing axis **108** extending through proximal portion **102**. Observer **106** may also view the observer's real-world environment along viewing axis **108**. In an example embodiment, the real-world environment and the virtual image are viewable simultaneously. For example, the virtual image may overlay a portion of the observer's view of the real-world environment. The virtual image could appear to observer **106** to be located at or near infinity. Alternatively, the virtual image could appear to be located within the immediate surroundings of observer **106**. For example, the apparent distance of the virtual image could be in the range of about 0.5 to 4 meters.

In an example embodiment, viewing axis **106** corresponds to the z-axis and passes through a proximal beam splitter **110** that has faces parallel to the xy, xz, and yz planes. Observer **106** may be located on one side of proximal beam splitter **110**, and the other side of proximal beam splitter **110** may be provided with a viewing window **112** that allows light into proximal beam splitter **110** from outside of optical system **100**. In this way, observer **106** is able to view the real world through viewing window **112** and proximal beam splitter **110**, along viewing axis **108**.

Proximal beam splitter **110** includes a proximal beam-splitting interface **114** that is configured to combine light entering proximal beam splitter **110** through viewing window **112** with light from the virtual image generated by optical system **100**, so that both the real-world environment and the virtual image can be viewed along viewing axis **108**. For example, proximal beam-splitting interface **114** may be in a plane that intersects viewing axis **108** at an angle, such as a 45-degree angle.

In an example embodiment, proximal beam-splitting interface **114** is configured to transmit the light entering through viewing window **112** so that it is viewable along viewing axis **108** and to reflect the light corresponding to the virtual image so that it is also viewable along viewing axis **108**. In this regard, proximal beam splitter **110** may be optically coupled to an image former **116**, which may be located in proximal portion **102** as shown in FIG. 1. Image former **116** may direct light corresponding to the virtual image in the direction of the x-axis. Thus, the light from outside entering through viewing window **112** may propagate in the z-direction so that it is transmitted through beam-splitting interface **114** toward observer **106**, and the light corresponding to the virtual image may propagate in the x-direction until it is reflected towards observer **106** by beam-splitting interface **114**.

In the example illustrated in FIG. 1, proximal beam splitter **110** is a 45-degree beam splitter. Thus, proximal beam-splitting interface **114** is in a plane that forms 45-degree angles with the faces of beam splitter **110** that are in the xy-plane and yz-plane and is perpendicular to the faces in the xz-plane. As a result, proximal beam-splitting interface **114** intersects the viewing axis **106** (corresponding to the z-axis) at 45 degrees. It is to be understood, however, that other angles are possible.

In an example embodiment, proximal beam splitter **110** is a polarizing beam splitter, in which beam-splitting interface **114** preferentially transmits p-polarized light and preferentially reflects s-polarized light. With this configuration, the light from outside that is viewable along viewing axis **108** is p-polarized and the light that is viewable along viewing axis **108** as the virtual image is s-polarized. In order to prevent stray light in optical system **100**, viewing window **112** may include a linear polarizer that selectively transmits p-polarized light. Further, as described below, the light correspond-

ing to the virtual image may be s-polarized when it is incident on beam-splitting interface **114**.

Optical system **100** includes a display panel **118** that is configured to generate a light pattern from which the virtual image is formed. The display panel **118** may be an emissive display such as an Organic Light Emitting Diode (OLED) display. Alternatively, the display panel **118** may be a Liquid-Crystal on Silicon (LCOS) or a micro-mirror display such as a Digital Light Projector (DLP) that generates the light pattern by spatially modulating light from a light source **120**. The light source **120** may include, for example, one or more light-emitting diodes (LEDs) and/or laser diodes. The light pattern generated by display panel **118** could be monochromatic, or it could include multiple colors (such as red, green, and blue) to provide a color gamut for the virtual image.

As shown in FIG. 1, display panel **118** and light source **120** may be located in distal portion **104** and optically coupled to a distal beam splitter **122**. Distal beam splitter **122** is, in turn, optically coupled to proximal beam splitter **110**, for example, via a light pipe **124**. In an example embodiment, distal beam splitter **122** has faces that are parallel to the xy, xz, and yz planes and includes a distal beam-splitting interface **126**.

In the example shown in FIG. 1, distal beam-splitting interface **126** is in a different plane than proximal beam-splitting interface **114**. In particular, whereas proximal beam-splitting interface **114** intersects viewing axis **108** at an angle (e.g., a 45-degree angle), distal beam-splitting interface **126** is in a plane that is parallel to viewing axis **108**. Thus, in the embodiment shown, distal beam-splitting interface **126** is in a plane that is perpendicular to the xy faces of distal beam splitter **122** and forms an angle (such as a 45-degree angle) with the xz and yz faces of distal beam splitter **122**. It is to be understood that the 45-degree angle formed by distal beam-splitting interface **122** is exemplary only. Other angles could be used.

It is to be understood, however, that the orientation of distal beam-splitting interface **126** that is shown in FIG. 1 and described is merely one example. For example, distal beam-splitting interface **126** could be in a plane that is parallel or perpendicular to proximal beam-splitting interface **114**.

In the configuration illustrated in FIG. 1, display panel **118** is horizontally-mounted underneath distal beam splitter **122**. Display panel **118** is mounted on a circuit board (not shown) that may include, for example, electronics for driving the display panel **118** and connectors for connecting display panel **118** to other components. The circuit board may extend horizontally underneath optical system **100** (i.e., from distal portion **104** toward proximal portion **102**). Thus, the configuration shown in FIG. 1 can beneficially provide a compact design for optical system **100**. A similarly compact design can be achieved by placing display panel **118** above distal beam splitter **122** so that its circuit board extends horizontally above optical system **100**.

With display panel **118** located underneath distal beam splitter **122**, light source **120** may be located at one side of distal beam splitter **122**, and a reflector **128** may be located above distal beam splitter **122**. With this configuration, light from light source **120** reaches display panel **118** via reflector **128**. In particular, distal beam-splitting interface **126** reflects at least a portion of the light from light source **120** toward reflector **128**. Reflector **128** reflects the light from light source **120** so that it propagates toward distal beam-splitting interface **126**. Distal beam-splitting interface **126** transmits at least a portion of the light reflected from reflector **128** so that it reaches display panel **118**. Display panel **118** spatially modulates the incident light, and distal beam-splitting interface **126** reflects at least a portion of the spatially-modulated light from display panel **118** toward proximal beam splitter **110**. Proxi-

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mal beam-splitting interface **114** transmits at least a portion of the spatially-modulated light so that it reaches image former **116**. Image former **116** then forms a virtual image from the spatially-modulated light, and proximal beam-splitting interface reflects the light from image former **116** so that the virtual image is viewable along viewing axis **108**.

In an example embodiment, distal beam splitter **122** is a polarizing beam splitter, in which distal beam-splitting interface **126** preferentially reflects s-polarized light and preferentially transmits p-polarized light. In that case, light source **120** may include a linear polarizer that selectively transmits s-polarized light. The s-polarized light from light source **120** is preferentially reflected by distal beam-splitting interface **126** towards the reflector **128**. The reflector **128** may include a plane mirror **130** and a quarter-wave plate **132**, such that light passes through the quarter-wave plate **132** before and after being reflected by the plane mirror **130**. After interacting with reflector **128** in this way, the light that is reflected back towards the distal beam splitter **122** has a polarization that is perpendicular to the polarization of the light incident upon the reflector **128**. Thus, the light incident on reflector **126** is s-polarized and the light reflected back towards the distal beam splitter **122** is p-polarized.

Distal beam-splitting interface **126** transmits the p-polarized light from reflector **128** so that it is incident on display panel **118**. In this example, display panel **118** is a liquid crystal on silicon (LCOS) display panel. As such, display panel **118** spatially modulates the incident p-polarized light and also changes its polarization. Thus, in this example, the display panel **118** converts the incident p-polarized light into a spatially-modulated light pattern of s-polarized light.

Distal beam-splitting interface **126** reflects the s-polarized spatially-modulated light from display panel **118** toward proximal beam splitter **110**. In the case that proximal beam splitter **110** is also a polarizing beam splitter, a half-wave plate **134** may be located in the light path between distal beam splitter **122** and proximal beam splitter **110**. The half-wave plate **134** converts the s-polarized light into p-polarized light. As a result, the spatially-modulated light that is incident on proximal beam splitter **110** is p-polarized. Proximal beam-splitting interface **114** transmits the p-polarized spatially-modulated light so that it reaches image former **116**.

In this example, image former **116** includes a concave mirror **136** and a quarter-wave plate **138**. The p-polarized spatially-modulated light pattern passes through quarter-wave plate **138** and is reflected by concave mirror **136**. After reflection by concave mirror **136**, the light passes back through the proximal quarter-wave plate **132**. After the light pattern interacts with the image former **116** in this way, the polarization is changed to s-polarization and the light pattern is viewable as a virtual image. Proximal beam-splitting interface **114** reflects the light from image former **116** so that the virtual image formed by image former **116** is viewable along viewing axis **108**. As an alternative to the concave mirror **136**, a Fresnel reflector may be used.

Although an example is described above in which both proximal beam splitter **110** and distal beam splitter **122** are polarizing beam splitters, it is to be understood that proximal beam splitter **110** and/or distal beam splitter **122** could be non-polarizing beam splitters. For example, proximal beam splitter **110** could be a non-polarizing 80-20 beam splitter, in which proximal beam-splitting interface **114** transmits 80% of the incident light and reflects 20% of the incident light independent (or largely independent) of polarization. In that case, about 80% of the light entering through viewing window **112** may reach observer **106** through proximal beam-splitting interface **114** (instead of only about 50% when

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proximal beam splitter **110** is a polarizing beam splitter). On the other hand, proximal beam-splitting interface **114** would reflect only about 20% of the light from image former **116** to observer **106**. To compensate for the reduced reflectivity, the brightness of light source **120** could be increased. Further, if proximal beam splitter **110** is a non-polarizing beam splitter, then half-wave plate **134** and quarter-wave plate **138** may be omitted.

In an example embodiment, proximal beam splitter **110**, distal beam splitter **122** and light pipe **124** are made of glass. However, in order to reduce the weight of optical system **100**, some or all of these elements could be made of plastic instead of glass. A suitable plastic material is Zeonex® E48R cyclo olefin optical grade polymer, which is available from Zeon Chemicals L.P., Louisville, Ky. Another suitable plastic material is polymethyl methacrylate (PMMA).

2. Optical System With Horizontally-Mounted Camera and Vertically-Mounted Display Panel

FIG. 2 shows a perspective schematic drawing of a second optical system **200**. Optical system **200** includes a proximal portion **201** that is the same or similar to proximal portion **102** described above for optical system **100**. However, second optical system **200** has a distal portion **202** that is different than distal portion **104** of optical system **100**. Specifically, distal portion **202** includes a camera **204** that is configured to image the outside light entering through viewing window **112** in substantially the same way as it is viewable by observer **106** along viewing axis **108**. Camera **204** may be configured to capture still images and/or video. In this way, the still images and/or video captured by camera **204** may substantially correspond to the view of the outside world that observer **106** sees when looking through viewing window **112**.

To achieve this functionality, while maintaining the ability to generate a virtual image that is viewable along viewing axis **108**, distal portion **200** may include a distal beam splitter **206** that is optically coupled to the camera **204**, a display panel **208**, and a light source **210**. Distal beam splitter **206** is also optically coupled to proximal beam splitter **110** via light pipe **124**. Distal beam splitter **206** includes a distal beam-splitting interface **212** which, in this example, lies in a plane that is parallel to viewing axis **108**. As shown in FIG. 2, camera **204** is horizontally mounted underneath distal beam splitter **206**, display panel **208** is vertically mounted on a side of distal beam splitter **206**, and light source **210** is mounted above distal beam splitter **206**.

In an example embodiment, both proximal beam splitter **110** and distal beam splitter **206** are polarizing beam splitters. In that case, light entering through viewing window **112** may be separated into two paths based on polarization. The p-polarization component of the light entering through viewing window **112** is transmitted through proximal beam-splitting interface **114** so as to be viewable along viewing axis **108**. The s-polarization component of the light entering through viewing window **112** is reflected by proximal beam-splitting interface **114** toward distal beam splitter **206**. Unlike first optical system **100**, second optical system **200** does not include a half-wave plate between its proximal and distal portions. Thus, distal beam-splitting interface **212** receives the s-polarized light reflected by proximal beam-splitting interface **114** and reflects it toward camera **204**. In this way, camera **204** is able to image the same view through viewing window **112** as would be seen by observer **106**, with the proviso that observer **106** would see the p-polarization component of the light and camera **204** would receive the s-polarization component.

In addition, observer **106** is able to view a virtual image of s-polarized light along viewing axis **108**. Image former **116** forms the virtual image from a light pattern generated by the display panel **208**. Display panel **208** may generate the light pattern by spatially modulating light from light source **210**. In particular, light source **210** may provide s-polarized light (for example, through the use of a linear polarizer) that is preferentially reflected by distal beam-splitting interface **212** toward display panel **208**. In one example, display panel **208** is an LCOS display that spatially modulates the s-polarized light incident upon it and also changes its polarization. In this way, display panel **208** may provide spatially-modulated p-polarized light, which, in turn, is transmitted through distal beam-splitting interface **212** and proximal beam-splitting interface **114** to reach image former **116**.

As described above for first optical system **100**, image former **116** may include a concave mirror **136** and quarter-wave plate **138** so as to form a virtual image from the spatially-modulated p-polarized light and to change its polarization. Thus, image former **116** may form a virtual image of s-polarized light that is reflected by proximal beam-splitting interface **114** so as to be viewable along viewing axis **108**.

With the configuration shown in FIG. 2, camera **204** may be mounted on a circuit board (not shown) that extends horizontally under optical system **100** toward proximal portion **102**. Display panel **208** may be mounted on a separate circuit board (not shown) which may extend in a plane that is perpendicular to the horizontal axis (x-axis) of optical system **100**.

3. Head-Mounted Display

An optical system, such as first optical system **100** or second optical system **200** described above, may be attached to a head-mounted support in a position such that the viewing axis is conveniently viewable by either the left eye or right eye of the wearer. In this way, a head-mounted display (HMD), through which the outside world is viewable, may be provided. The HMD may also function as a wearable computing device.

FIGS. 3A, 3B, and 3C illustrate an HMD in which optical systems **302** and **304**, for the wearer's right eye **306** and left eye **308**, respectively, are attached to a head-mounted support **309**. In this example, head-mounted support **309** is configured in the form of eyeglasses with lenses **310** and **312** positioned over right eye **306** and left eye **308**, respectively. Lenses **310** and **312** are held in place by respective frames **314** and **316**. Head-mounted support **309** also includes a bridge-piece **318** that is connected to frames **314** and **316** and is configured to be supported by the bridge of the user's nose. In addition, head-mounted support **309** includes side-pieces **320** and **322**, connected to frames **314** and **316**, respectively, which may hook behind the wearer's ears.

Right-side optical system **302** may be attached to frame **314** by means of a mount **324**, and left-side optical system **304** may be attached to frame **316** by means of a mount **326**. Mounts **324** and **326** position optical systems **302** and **304** so that their respective viewing axes are viewable by the wearer's right eye **306** and left eye **308**, respectively. Thus, as shown in FIG. 3B, viewing axis **328** of right-side optical system **302** may extend to the wearer's right eye **306** through lens **310**, and viewing axis **330** of left-side optical system **304** may extend to the wearer's left eye **308** through lens **312**. To achieve this configuration, mounts **324** and **326** could be fixed mounts, or they could be adjustable by the wearer in order to position optical systems **302** and **304** for proper viewing.

Although FIGS. 3A, 3B, and 3C illustrate HMD **300** with optical systems **302** and **304** separate from lenses **310** and **312** and frames **314** and **316**, it is to be understood that other configurations are possible. For example, some or all of the components of optical systems **302** and **304** could be integrated into lenses **310** and **312** and/or frames **314** and **316**. For example, the beam splitters and light pipes might be integrated into the lenses and/or the display panels might be integrated into the frames. In addition, although FIGS. 3A, 3B, and 3C illustrate a HMD with an optical system for each eye, other HMD embodiments might include an optical system for only one of the wearer's eyes.

Although head-mounted support **309** has been illustrated in FIGS. 3A, 3B, and 3C and described above as being configured in the form of eyeglasses, other configurations are possible. For example, head-mounted support **309** could be in the form of a helmet or a hat.

4. Wearable Computing Device

As noted above, HMD **300** may function as a wearable computing device. In this regard, HMD **300** may include a computer **340**, which could be located inside of or attached to part of head-mounted support **309**. For example, computer **340** could be located inside of side-piece **320**, as shown in FIG. 3C. However, other configurations are possible.

Computer **340** may be configured to control the display panels in optical systems **302** and **304** in order to control the virtual images that are generated and displayed to the wearer. In the case that optical systems **302** and **304** include cameras, computer **340** may also be configured to control the cameras and to receive the images or video captured by the cameras. Computer **340** may be communicatively coupled to optical systems **302** and **304** by means of wires inside of head-mounted support **309**. Alternatively, computer **340** may communicate with optical systems **302** and **304** by means of external wires or by means of a wireless connection.

As a wearable computing device, HMD **300** may also include other components that may be communicatively coupled to computer **340** to provide desired functionality. For example, HMD may include one or more touchpads, microphones, and sensors, which are exemplified in FIG. 3C by touchpad **342**, microphone **344**, and sensor **346** on side-piece **320**. It is to be understood, however, that these components could be located elsewhere in HMD **300**. By appropriate touch interaction with touchpad **342**, the wearer may control or provide input to HMD **300**. Microphone **344** may be used to receive voice commands from the wearer and/or record audio data from the wearer's surroundings. Sensor **346** may include an accelerometer and/or gyroscope configured to sense movement of HMD **300**. Additionally, sensor **346** may represent a camera or plurality of cameras that may be configured to observe various fields of view around the HMD **300**. HMD **300** may also include a wired and/or wireless interface through which computer **340** may exchange data with other computing systems or other devices. In addition to the foregoing, HMD **300** could also include other types of sensors, user interface components, and/or communication interface components.

Computer **340** may control the content of the virtual images generated in optical systems **302** and **304** in response to various inputs. Such inputs may come from touchpad **342**, microphone **344**, sensor **346**, and/or a wired or wireless communication interface of HMD **300**. In the case that optical systems **302** and **304** include cameras, computer **340** may also control the content of the virtual images based on visual data from the cameras. In this way, computer **340** may control

the content of the virtual images so that they are appropriate for the wearer's current surroundings and/or tasks in which the wearer is involved.

5. Conclusion

The above detailed description describes various features and functions of the disclosed systems, devices, and methods with reference to the accompanying figures. In the figures, similar symbols typically identify similar components, unless context dictates otherwise. The illustrative embodiments described in the detailed description, figures, and claims are not meant to be limiting. Other embodiments can be utilized, and other changes can be made, without departing from the spirit or scope of the subject matter presented herein. It will be readily understood that the aspects of the present disclosure, as generally described herein, and illustrated in the figures, can be arranged, substituted, combined, separated, and designed in a wide variety of different configurations, all of which are explicitly contemplated herein.

While various aspects and embodiments have been disclosed herein, other aspects and embodiments will be apparent to those skilled in the art. The various aspects and embodiments disclosed herein are for purposes of illustration and are not intended to be limiting, with the true scope and spirit being indicated by the following claims.

The invention claimed is:

1. An optical system, comprising:
a display panel configured to generate a light pattern;
an image former configured to form a virtual image from the light pattern generated by the display panel;
a viewing window configured to allow outside light in from outside of the optical system;
a proximal beam splitter through which the outside light and the virtual image are viewable along a viewing axis; and
a distal beam splitter optically coupled to the display panel and the proximal beam splitter.
2. The optical system of claim 1, further comprising:
a light source optically coupled to the distal beam splitter, wherein the display panel is configured to generate the light pattern by spatially modulating light from the light source to provide spatially-modulated light.
3. The optical system of claim 2, wherein the distal beam splitter is configured to reflect toward the proximal beam splitter at least a portion of the spatially-modulated light provided by the display panel.
4. The optical system of claim 3, wherein the distal beam splitter is a polarizing beam splitter.
5. The optical system of claim 4, wherein the proximal beam splitter is a polarizing beam splitter.
6. The optical system of claim 5, further comprising a half-wave plate between the distal beam splitter and proximal beam splitter.
7. The optical system of claim 6, wherein the image former comprises a concave mirror and a quarter-wave plate.

8. The optical system of claim 7, wherein the proximal beam splitter is between the half-wave plate and the image former.

9. The optical system of claim 2, further comprising a reflector optically coupled to the distal beam splitter, wherein the distal beam splitter is configured to reflect at least a portion of the light from the light source toward the display panel via the reflector.

10. The optical system of claim 1, wherein the display panel comprises an emissive display.

11. A wearable computing device, comprising:

a head-mountable support;

an optical system attached to the head-mountable support, wherein the optical system comprises:

a display panel configured to generate a light pattern;

an image former configured to form a virtual image from the light pattern generated by the display panel;

a proximal beam splitter through which the virtual image is viewable; and

a distal beam splitter optically coupled to the display panel and the proximal beam splitter; and

a computer attached to the head-mountable support, wherein the computer is configured to control the display panel.

12. The wearable computing device of claim 11, further comprising:

a light source optically coupled to the distal beam splitter, wherein the display panel is configured to generate the light pattern by spatially modulating light from the light source to provide spatially-modulated light.

13. The wearable computing device of claim 12, wherein the distal beam splitter is configured to reflect toward the proximal beam splitter at least a portion of the spatially-modulated light provided by the display panel.

14. The wearable computing device of claim 13, wherein the distal beam splitter is a polarizing beam splitter.

15. The wearable computing device of claim 14, wherein the proximal beam splitter is a polarizing beam splitter.

16. The wearable computing device of claim 15, further comprising a half-wave plate between the distal beam splitter and proximal beam splitter.

17. The wearable computing device of claim 16, wherein the image former comprises a concave mirror and a quarter-wave plate.

18. The wearable computing device of claim 17, wherein the proximal beam splitter is between the half-wave plate and the image former.

19. The wearable computing device of claim 12, further comprising a reflector optically coupled to the distal beam splitter, wherein the distal beam splitter is configured to reflect at least a portion of the light from the light source toward the display panel via the reflector.

20. The wearable computing device of claim 11, wherein the display panel comprises an emissive display.

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